THE MODIFYERS

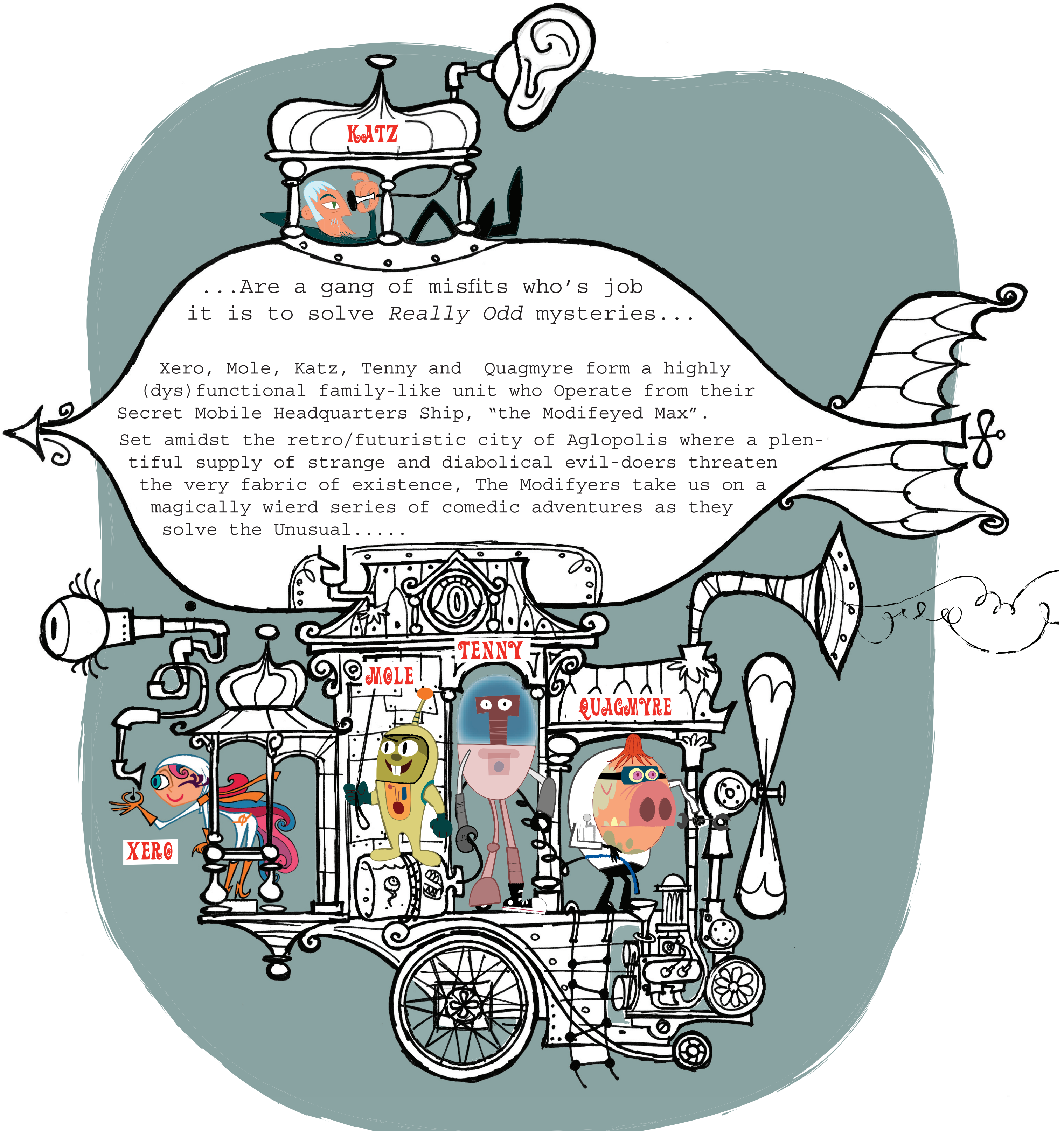
BY LYNNE NAYLOR & CHRIS RECCARDI

THE MODIFYERS...

...Are a gang of misfits who's job it is to solve *Really Odd* mysteries...

Xero, Mole, Katz, Tenny and Quagmyre form a highly (dys)functional family-like unit who Operate from their Secret Mobile Headquarters Ship, "the Modifeyed Max".

Set amidst the retro/futuristic city of Aglopolis where a plentiful supply of strange and diabolical evil-doers threaten the very fabric of existence, The Modifyers take us on a magically wierd series of comedic adventures as they solve the Unusual.....

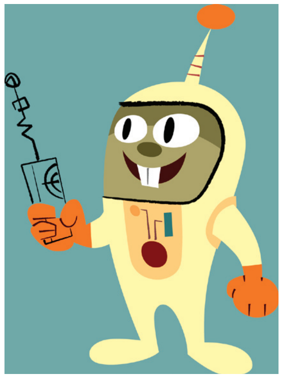


XERO

The Modifyers’ personalities are as diverse as their looks. **Xero** is a whimsical and reckless teenage double-agent with an uncanny street sense, while her companion, **M.O.L.E.** is a high-strung, genetically engineered bookworm who is a wiz with anything technical. **Katz** is the ultra-suave and elusive leader of the *Mods* with a torturously dry sense of humor. There’s **Tenny** the Mechanic, a ramshackle robot with an attention deficit and weakness for romance. **Quagmyre**, the team’s forensic lab technician, is a fellow with bad hygeine and a penchant for Medievil science methods.

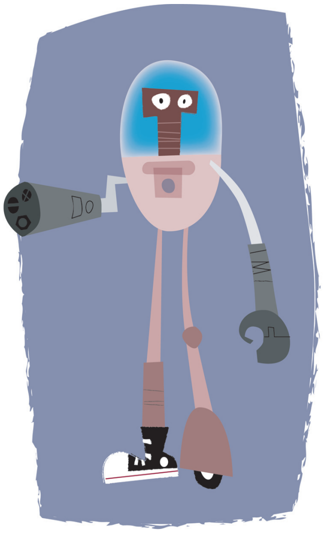
The Modifyers are owned by **T.H.E.M.**, a stodgy pair of old gentlemen who operate the *Mods* for profit. They constantly wager and bicker with each other, and are horrible cheap, which forces our friends to come up with very “creative” ways to do their work.

They are daunted by the nefarious Baron Veign, an obscenely wealthy crime lord who controls all of the underworld. He is out to simply make A Whole Lot Of Money---and he and his vile henchman Rat will stop at nothing to get it----even if it means holding the Sun for ransome, or hijacking the future...



M.O.L.E.

KATZ



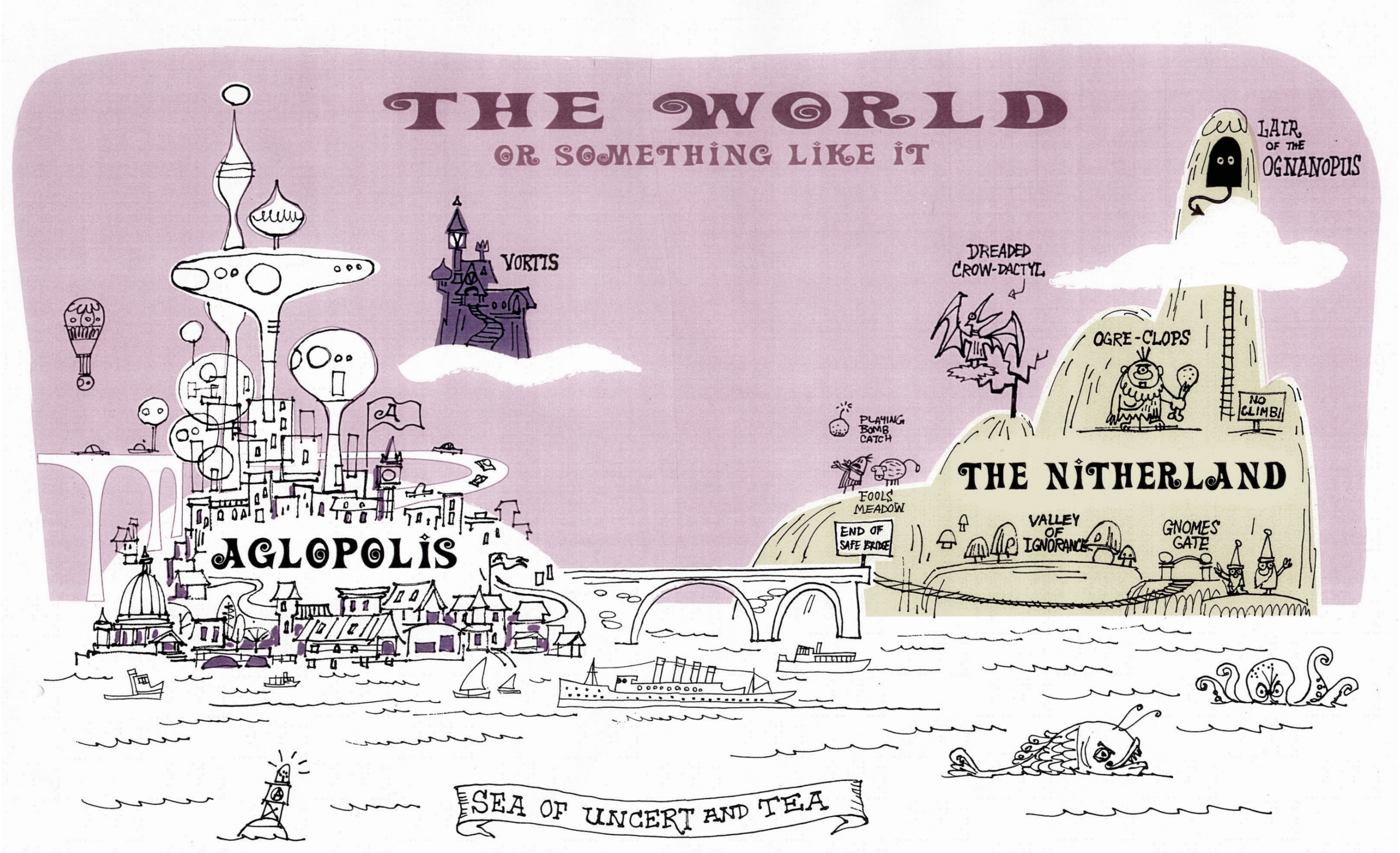
TENNY

QUAGMYRE

T.H.E.M.

RAT

BARON VEIGN



Our adventures take us between the ultra mod world of **Aglopolis** and it's neighbor, the primitive and superstitious **Nitherland.**

Aglopolis is a sprawling metroplolis where the advanced world of tomorrow stands shoulder to shoulder with it's Victorian past. It is an odd blend of the future of yesterday(Jules Verne, H.G. Wells) and the future of tommorrow. Despite it's progressive nature, it is run by a quarrel-some and fussy Monarchy who seem to have no choice but to constantly devise rididiculous sets of ever-changing codes and laws, such as "Low-Gravity Wednesday" (which can't be proven to exist) or "Oxygen Monday" (where ev-eryone is assured the priveledge of free air).

As we cross over the *Bridge of Knowhere You Want To Go*, we enter into the magical, mystical, medievil world of **The Nitherland**. It is here where Drag-ons, Legends, Ogres and Strange Beastes Of All Sortes are said to exist. Anything can happen in the Nitherland, and usually does. Many of the Modi-fyers missions bring them across it's borders, and we never truly know what to expect......

THE CAST

XERO LACEY SHADDOWS

Unbeknownst to the outside world Xero leads a double life, switching between **Agent Xero,** Modifyers' ace super-sleuth, and the wiley mercenary goth-chick **Lacey Shaddows** who appears to be the spearhead of Baron Veign. As an agent for the Cause Of Good, Xero effectively thwarts the efforts of the underworld by infiltrating it as Lacey Shaddows. One moment she is a polite young lady with a charming Brit twang, and the next, a vulgar youth with a cockney drawl.

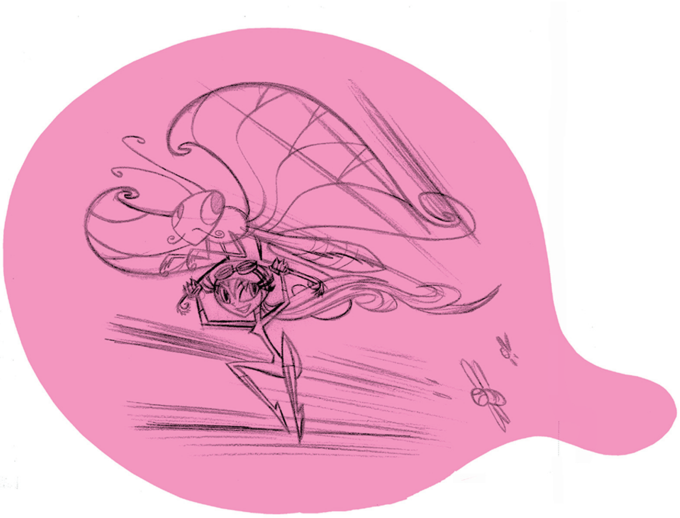
An orphan child who learned her ways on the streets, was adopted by the sinister Veign, who wanted to create the ultimate criminal,and in Lacey Shaddows he suceeded. He taught her well in the ways of crime,and she was trained to be an undefeatable fighting machine and an expert in stealth.

....Until she was captured by the Modifyers, who won her over to their side. And thus was the beginning of Agent Xero. It was with the *Mods* that young Xero felt the warmth and loyalty of real friends and family for the first time. But deep inside she struggles to supress the gnawings of her criminal past and still has a weakness for the hypnotic powers of Baron Veign.

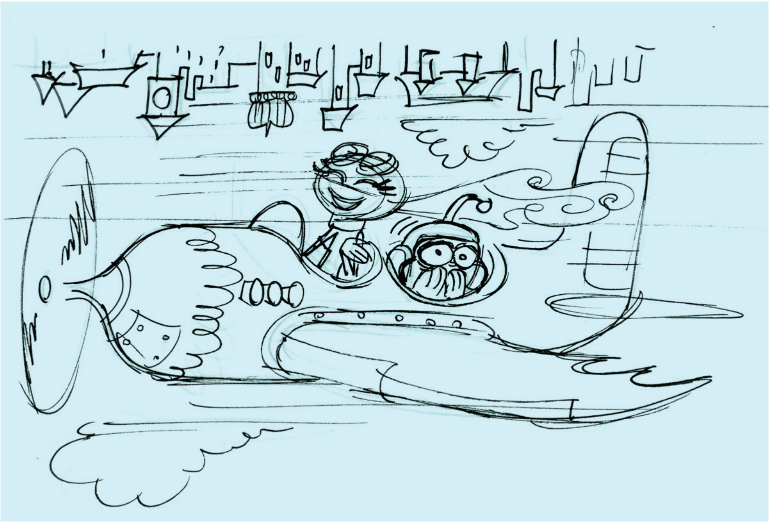
Aside from her extraordinary abilities, Xero is still a reckless and mischeivous teenager who never takes her work too seriously to some have fun with it. She has a dreadfully short attention span, likes anything shiney, and has a positive talent for **not** following directions. She grows bored easily and craves action and danger. She simply HAS to change outfits constantly to suit what she feels is nessesary for the task at hand. She hates technology and it's proper use....which often results in humorous consequences.

She has ultr-keen "street senses" and operates purely on intuition, unlike her field part-

CLEVER IN DISGUISE..

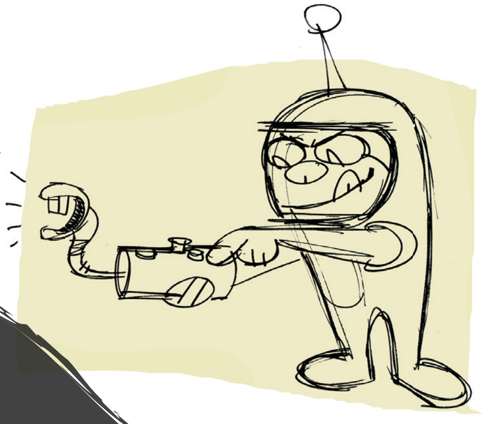


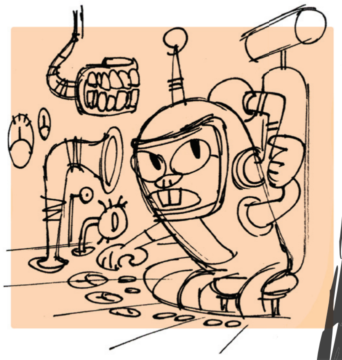
... AND STEALTH

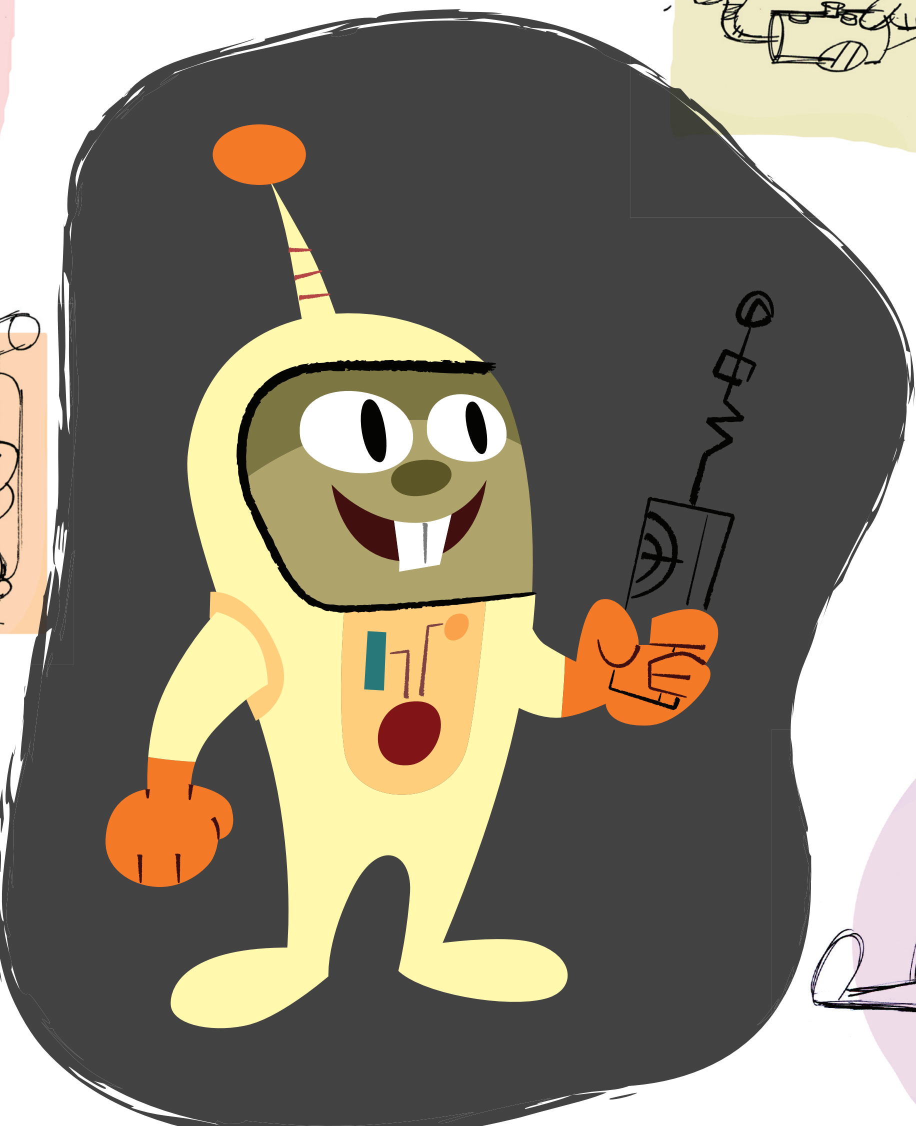


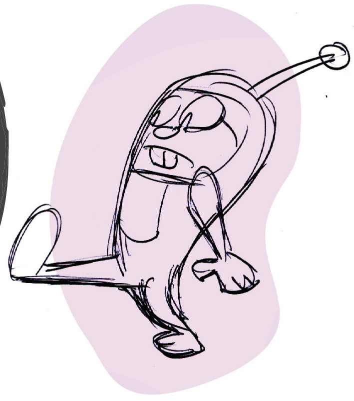
...BUT NOT A VERY FUN DRIVER TO BE WITH.

M.O.L.E.



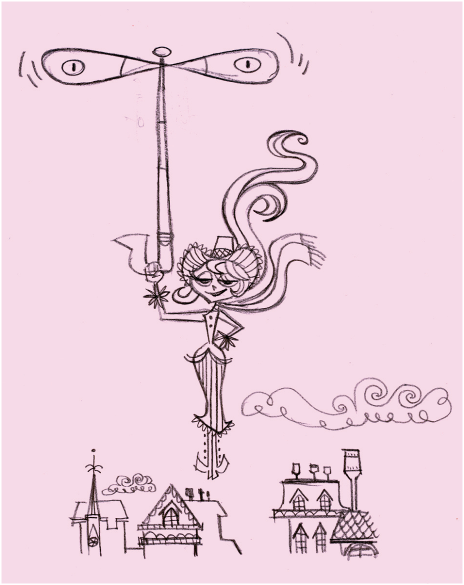


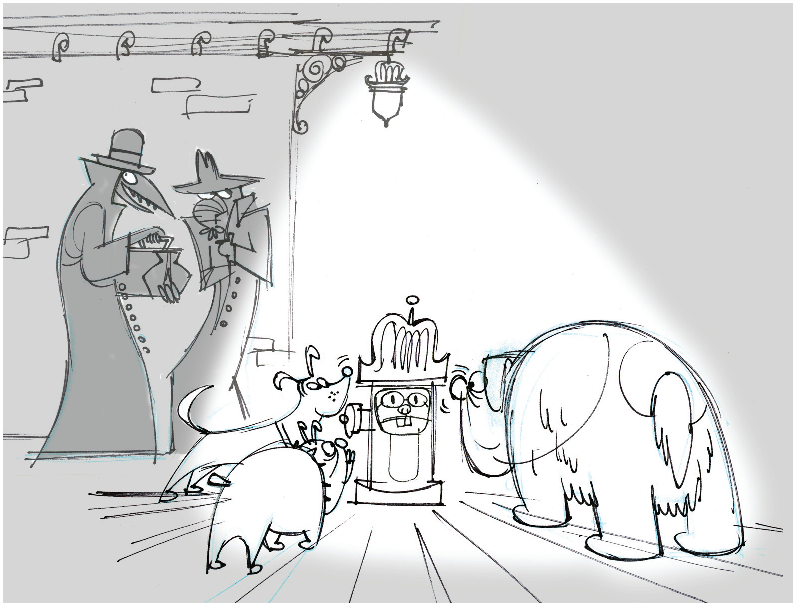




...is Xero's Field Partner and Technical Assistant. He is the "brains" of the duo... that is, he is a wiz with devices and anything technical.
Like xero, he was an orphan. Originally grown in a genetic lab which he escaped from before being 'adopted' by the Modifyers, he has become somewhat somewhat of a little brother to her.
Unlike Xero, he has no stomach for danger or high action, but with his tech expertise they make a formidable team. He is naturally high strung and a chronic worrior---a condition constantly agravated by Xero's death-defying antics. He is a sort of little brother to Xero, a booksmart little genius who relies on science and nothing else for all of the answers.
M.O.L.E. has the unique ability to M.O.L.E-cularly transform his body into any shape or configuration(which is often nessesary, much to his chagrin....)

THE AMAZINGLY VERSATILE M.O.L.E....





KATZ

....Is the cool, calm and collected Top Gun of the Modifyers; he is responsible for all of their handling and training. Katz is the epitome of suave, never panics, and and handles even the wierdest situations with dry humor.

He is an expert in all things....fighting, Psychology ...Horse Tax. He is somewhat of a father figure to orphan Xero, who is secetly in awe of him. Sometimes, His authority is tested by her, but he calmly shows who's boss every time.

He is mysterious and Cat-like in all his ways, and always wears a strange Amulet around his neck (which Xero is dying to get her curious little hands on...) He guards with his life....perhaps it may have something to do with a special ability that he keeps secret from everyone....

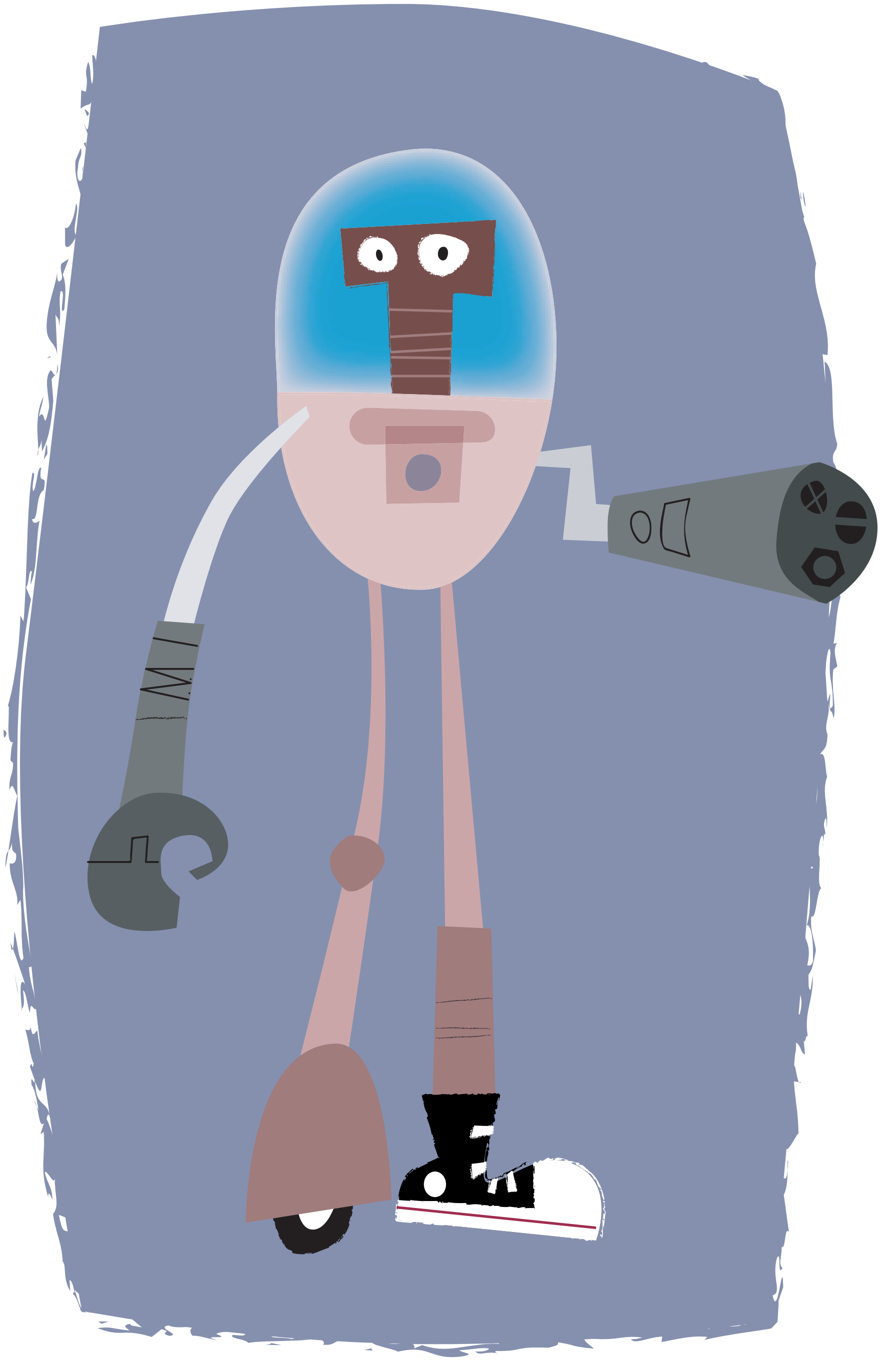
KATZ... cont'd

A running gag: Whenever there is a new mystery to be solved, the Modifyers have to track down Katz....

Sc.

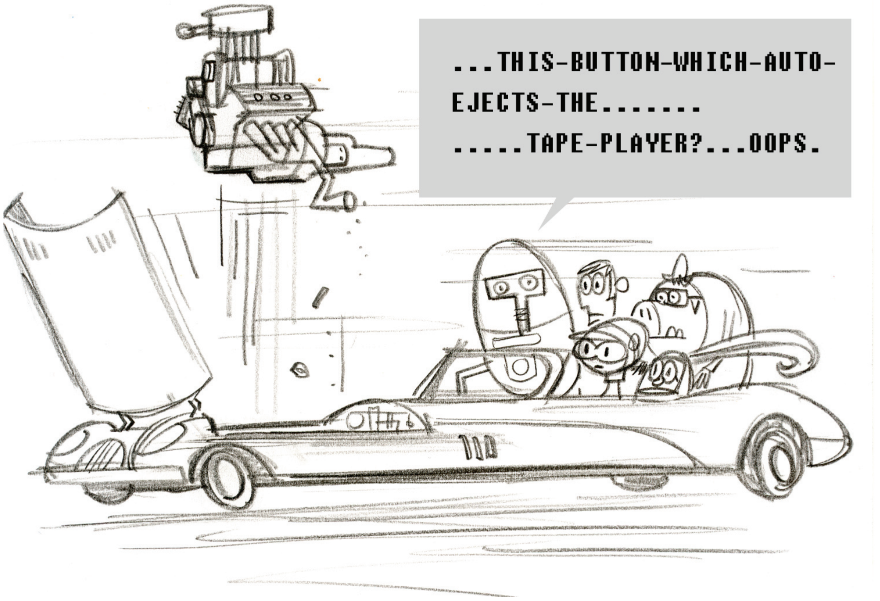
...always interrupting him in the midst of some strange activity.

Sc.

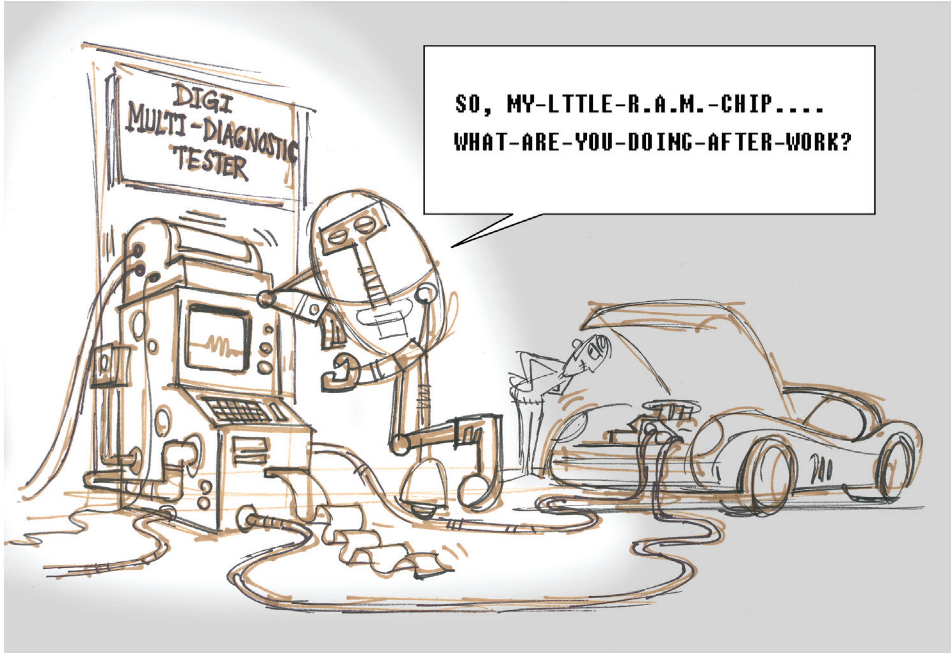


"TENNNY"

....Is the *Mod's* loveable robot Mechanic. He builds and maintains all of the cool vehicles and equipment. A misfit like the other Modifyers, he is highly talented but has a curious tendency to mix up things up resulting in comedic malfunctions of whatever device or vehicle they are depending on him for.... He is an uncureable romantic and cries when watching his daily soap operas. He secretly longs to be a stand-up comic and relentlessly practices his unbearable one-liners on his long suffering teammates.


...THIS-BUTTON-WHICH-AUTO-
EJECTS-THE.......
.....TAPE-PLAYER?...OOPS.

BOOM!!!
OOPS...SO-
THAT'S-WHERE-
I-LEFT-MY-
BLOWTORCH....


DIGI
MULTI-DIAGNOSTIC
TESTER
SO, MY-LTTLE-R.A.M.-CHIP....
WHAT-ARE-YOU-DOING-AFTER-WORK?

QUAGMYRE

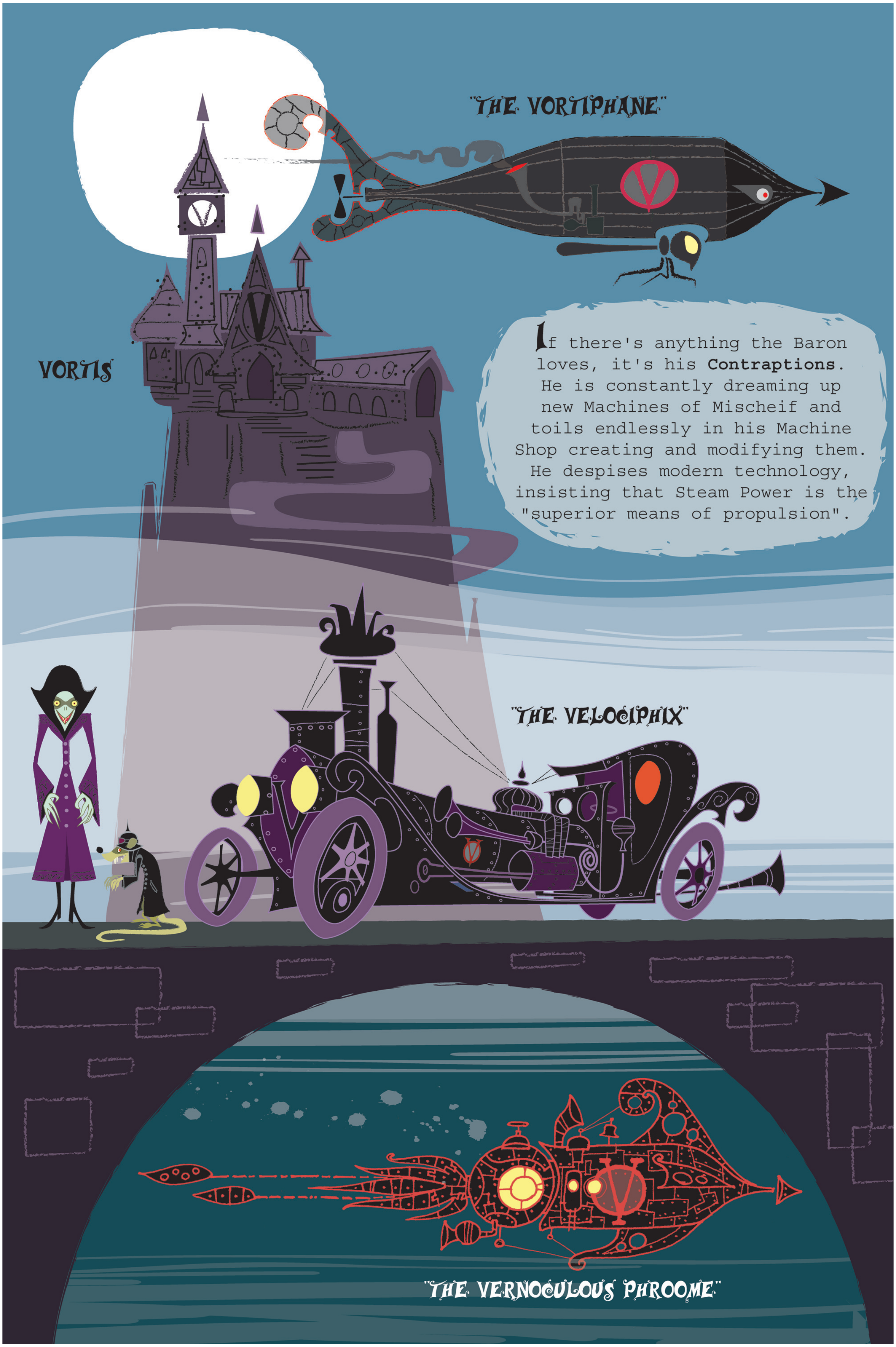
Quagmyre is our Doctor, scientist, and forensics expert.
He has a penchant for medievil devices and his pockets
and entire lab are filled with junk and icky, squishy things
that he pulls out to show you if you're not carefull.
He has bad hygeine, and Xero Avoids him whenever possible,
but is unfortunately thrown together with him often.

T.H.E.M.

Filthy rich, stuffy old englishmen who own the Modifyers and operate it for profit. They constantly bicker over seeming trivialities. They are incredibl miserly, barely providing the *Mods* with a shoestring budget. Yet they cannot resist a wager; often betting exorbitant sums just to prove each other wrong We never see them fully, only through The Viewscreen when they present an assignment.

BARON VEIGN

The Overlord of all the underworld, the "Don" of all Villains. Part human, part Insect, He despises the Sun and anything warm & happy, and prefers the cold solitude of his airborne fortress, *Vortis*. He Never eats. He is vulgariously wealthy, and has but one motive for any scheme: *"A whole lot of Money."* He is forever bound to a world of Victorian-type technology and has disdain for anything modern. Unlike most villains, we actually like Baron Veign, and feel for him. After all, he's really cool.


"THE VORTIPHANE"
VORTIS
If there's anything the Baron loves, it's his **Contraptions**. He is constantly dreaming up new Machines of Mischeif and toils endlessly in his Machine Shop creating and modifying them. He despises modern technology, insisting that Steam Power is the "superior means of propulsion".
"THE VELOCIPHIX"
"THE VERNOCULOUS PHROOME"

RAT

Baron Veign's vile little henchman. A paranoid fellow who is also a pack-rat obsessed with collecting junk of all sorts. Veign is fed up with the mountains of junk that rat constantly hoards. A weasely little snoop, He is constantly on the verge of finding out that Lacey Shaddows is really Agent Xero, but something always foils him. He is obsessed with collecting shiney things....

STORIES

IT’S ABOUT TIME

Mole is about to demonstrate to an impatient Xero his new device, The Time Modifyer. They are sitting inside it’s chamber when he switches it on....but POOF! It malfunctions. Mole drags Xero with him to buy a new timer, but when they go out into the city, the normally frantically-paced Aglopolis is completely motionless. It’s as if.... time has been frozen still!

Xero blames Mole and they start to bicker. Xero convinces Mole that they will have to visit the offices of Father Time to see how to fix the problem.

But when they arrive at the giant mysterious clock-like tower of Father Time, Inc. it is mysteriously deserted---except for Father Time’s two less-than-bright sons, Myron and Murtle. In tears, the Sons explain that their beloved father has been kidnapped, and now there’s no way to run time! They beg Xero and Mole to go out and help find the culprits.
But Xero smells something fishy about all this.....

Her and Mole pretend to leave, but she steals a map of the giant building and drags Mole with her on a perilous adventure into it’s bowels to locate the source of the problem: The Great Time Machine. Their quest leads them on a topsy-turvy journey through strange doors into mysterious passageways: The Land Of If, Backwards-Land, and finally the Hall of Fate. Xero and Mole find clues along the way that put to test both Xero’s intuitive senses and Mole’s scientific deductions....causing more bickering.

They finally locate the Geat Time Machine.....and the root of the Time problem: Father Time has been kidnapped by his own Sons and the Machine turned off. The lazy good-for-nothings didn’t want to work anymore, and were tired of being bossed around by their overbearing Dad. Xero frees him, and he is so irate at his sons that he turns them into Paramecium.

...And Mole’s Time Modifyer Machine malfunction? Well, that was just a co-incidence. He goes to demonstrate it again, but this time.....the Sun goes out. Oh, well time for another adventure.

NIGH FOR AN EYE

Xero goes to see LADY BUG for her weekly fortune-telling visit, but is horrified to find that Lady Bug's ALL-SEEING EYE has been stolen! Who could've performed such a heinous crime? Why----if the EYE were to fall into the wrong hands.......well, let's not even go there.

Our story follows Xero and Mole on a magical, mysterious, ridiculous adventure into the the NITHERLAND as they follow the trail of the stolen EYE as it changes hands from one caper to the next:... a bungling paper-weight theif, who feeds it to a black-eared hog, which is rustled by the dreaded No-Eyed OGRE-CLOPS, a giant, fighting CROW-DACTYL (who likes to collect sparkly things) and finally into the greedy hands of RAT.....

But they are repeatedly foiled along the way: they almost have their hands on the treasure when Mole is captured by the Ogre-Clops.... and Xero has to choose between the EYE and rescuing hr partner. She opts to save Mole, but then she is snatched by the Crow-Dactyl. The normally timid Mole has to choose between saving Xero and letting the EYE get snatched by RAT....

Baron Veign finally ends up with the EYE which he auctions off to the Highest Evil Bidder for A WHOLE LOT OF MONEY. But the EYE turns out to be a fake! Mole had cleverly switched it with a Tenny-crafted replica!

Just then Baron's auction is interrupted by an enraged Ogre-Clops, Crow-Dactyl, and a host of other successively large Gnarly creatures who have all come to claim their rightfull prize.....and mayhem ensues.

The EYE is happily returned to Lady Bug.

L.O.V.E. AT FIRST SITE

Tenny is overworked. As well as being the Cheif Mechanic, he has to cook, clean, and do laundry for the Modifyers. He can't keep up with the mess. They all argue to find a solution but can't agree on one.

Baron Veign, spying on them, devises a wickedly splendid idea....

There is a knock on the door one day: it is CLARA: the newest Hygeno-Bot 3000, the solution to all their problems!

But the minute tenny lays eyes on his new soft-voiced companion, it is love at first sight! We are swept away into a romantic montage of tenny and his new found love in a ridiculous wirlwind of robot romance. Tenny is totally caught up in the throes of passion, and neglects his duties completely. Not only that but we have to watch his horribly inept attempts at romance. Order begins to deteriorate even further for the Modifyers, and the filth becomes unbearable.

Also, things begin to suspiciously go wrong, and wierd "mistakes" begin to happen, threatening the Modifyer's safety and ability to operate. Xero suspects something odd about Clara...but can't place it. Tenny becomes defensive and indignant when confronted about Clara....he thinks they're all just jealous, and quits.

They discover, almost too late, that Clara is really a device planted by the Baron to infiltrate and destroy the Modifyers. There is a show down between the conniving Clara and the Modifyers....and Tenny has to decide who's telling the truth!

But Tenny sees his true friends being threatened, he finally snaps out of his love-stupor and destroys Clara.

Things are finally back to normal, but poor Tenny is morose iver his failed romance. Xero and Co. feel sorry for him and all chip into their piggy bank and buy him.....a used Vacuum Cleaner.

But when Tenny lays eyes on the new device it's....Love at first sight all over again!

ON YOUR MARK...GET SET....*MODIFY IT!*

Baron Veign makes a wager with T.H.E.M.: He challenges their MODIFYERS to a race against his own MISCREANTS(a gangly horde of viscious and mischeivous creeps.)

The stakes? A WHOLE LOTTA MONEY...that is, everything they own.
If the T.H.E.M. lose the bet, that'll be the end of the Modifyers.

The MODIFYERS customize their trusty craft, The *Modifeyed Max* for the big race. The MISCREANTS prepare their own hideously impressive craft, the *Vortified Vex* (designed by Baron)....they have a few tricks up their sleeves, though. Like the *Modifeyed Max* , the *Vortified Vex* can convert into any kind of vehicle needed to overcome the obstacles at hand: a flying mahine, Sub, Tank, or Roadster.

But while the Modifyers rely on their ingenuity and sportsmanship to compete, the MISCREANTS pull a constant string of dirty tricks to get by. They even beat up on each other for fun.
To make matters worse, some of Tenny's "modifications"....well, they don't exactly work out right, causing a hilarious consequences. Not to mention more mechanical failures as well as panic attacks from Mole. Our friends are forced to stretch in uncharacteristic ways to get by.

Both parties face treacherous obstacles and hideous creatures along the way, and the suspense mounts to a hair raising finale....

Who will the winner be?

WHO IS WHO?

Katz returns early from his once-every-seven years retreat to inform the other Modifyers that there is an imposter amongst them. It is an unfortunate nessesity that each of them will have to undergo a lab test to determine who is the suspiscious party. In the meantime, he instructs them to "keep an eye" on each other.

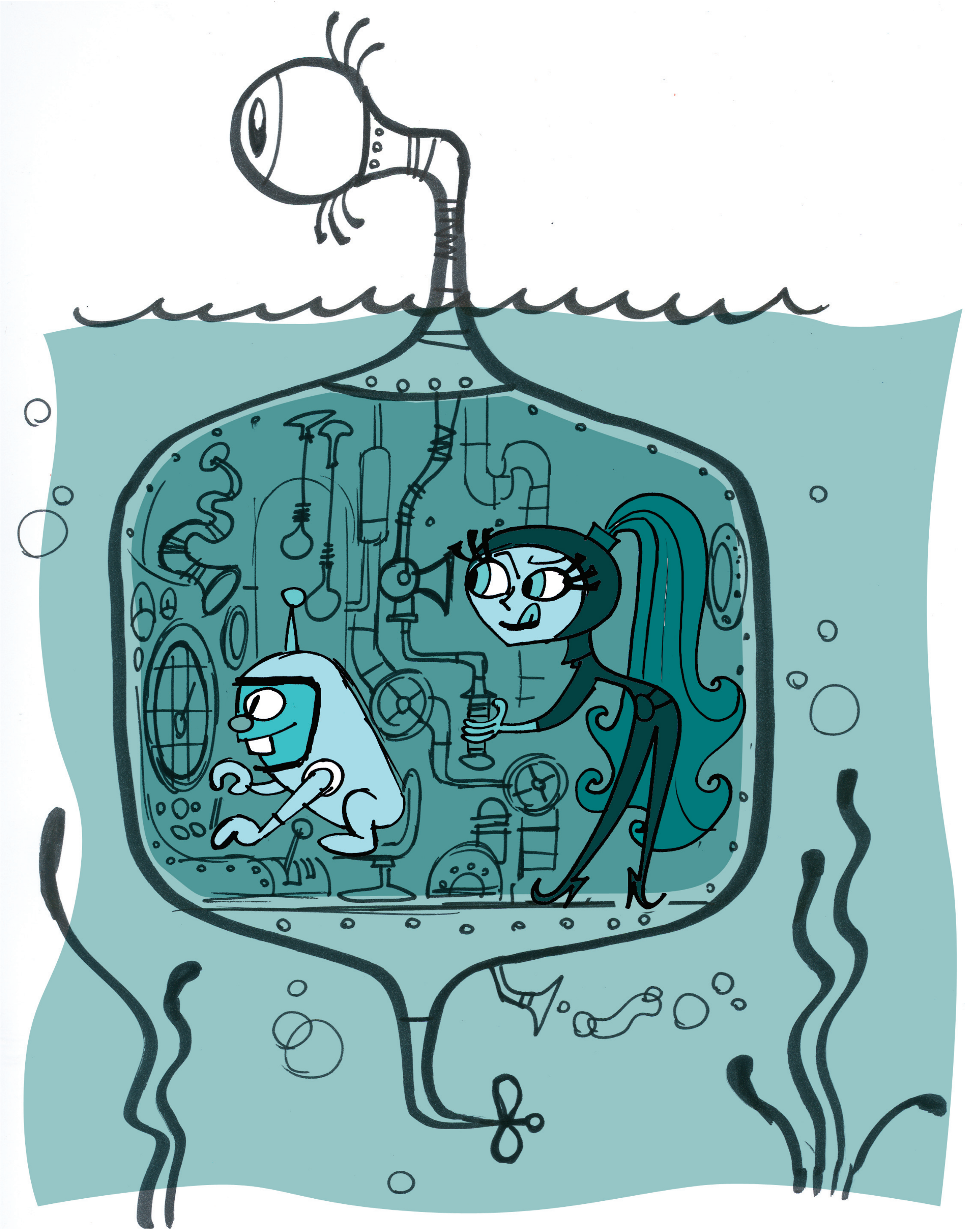
Almost immediately, paranoia and suspicion begin to fester amongst the *Mods*. Normal activities begin to look like the sneaky evil-doings of the mysterious imposter. But when they ALL pass the lab test, they unanimously turn their suspicions to Quagmyre: Who else could rig a lab test?

Xero and crew spy on Quagmyre. They hide in his lab, taking note of his unusual devices and chemicals. They follow him as he mysteriously sneaks out at night and goes on strange errands. They tap his calls to unfamiliar aquaintences. They notice that he repeatedly visits a ramshackle warehouse in the poor section of the city, where evil villains hang out. That's it! --The imposter Quagmyre is going to sell them out to one of the wretched and villainous gangs that work for the baron! The *Mods* decide to set a trap...

In a spectacular show-down they burst in and begin beating the tar out of Quagmyre and his gang of villains in the midst of their "heist"....

.....which turns out to be nothing more than the Annual Secret Stupid Costume Ball for Really Geeky Scientists! Yes, Quagmyre has been secretly dressing up as his favorite comic book hero, the Amazing Dordon (an opera-singing frog in ridiculous tights)....and his colleagues in equally embarassing costumes. they all feel REALLY stupid now.

But....then who is the *real* imposter? Katz!...who is really Rat in disguise! And he has trapped them here togetheer to be destroyed....

But sadly, our 11 minutes are up. WILL Rat get away? HOW will the Modifyers get out of this jam? WHAT happened to the real Katz? WHY is Ketchup also called Catsup?

Find the anwers to all of these important questions next week....